



BORIS THE SPIDER

**A Journal of Duplicitous Doings,
Raw Power, and Naked Greed**
*"Oh, what a tangled web we weave
When first we practice to deceive!"*
 --Sir Walter Scott--



VOLUME VII, #05

(#155)

9 May 01

New Games Announced!

Not a lot of input regarding the next game. Only Dave Anderson wanted to try "War in North America". No nibbles at all for Mr Biehl's Fantasyland DIP. We have enough for BRITANNIA, so we'll go with that, despite the board being used for the e-mail game. HISTORY OF THE WORLD was next, so that's in, but TJ's subscription has lapsed, so I don't know if he'll be in. Also, both of these games would work better by e-mail, but Anderson, who is about the only subscriber without e-mail, is signed up for both so that expedient is out.

So, would Anderson, Hanna, Reynolds, and K Wilson send their color preferences for BRITANNIA and their orders for the Romans should they get them? House Rules and Game Rule errata are available at Reference 1. Also send your druthers about playing the Irish extension variant (see Reference 2).

Likewise, would Anderson, Morrison, Reynolds, Klausutis, and M Fisher please confirm they want to play HISTORY OF THE WORLD and give color preferences? We still have one (or more) openings so a few more players are welcome. House Rules and options start on p 17. As soon as the game fills, or the BORIS Alert, I'll deal the initial cards, and orders for Epoch I will be due at the normal deadline.

STANDBY ALERT! The following position might be available--apply to Flint Webb
 ADVANCED CIVILIZATION -- Thrace

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "It is always better / to avenge dear ones than to indulge in mourning. / For everyone of us, living in this world / means waiting for our end. Let whoever can / win glory before death. When a warrior is gone / that will be his best and only bulwark."
 --Beowulf, lines 1364-1369

Psychopait, a British DIP zine, is back, now available on line (Reference 3), and looking for players. It offers DIP, Wild West DIP, SCRABBLE, and Snowball Fighting amongst others.

Phil Reynolds is asking for reviews for this year's *Zine Register*. Send him a couple of hundred words about the glories of *Boris*. See ad on p 19 for details.

BOOS & KUDOS

There will be no Madame Bolduc Press Excellence Award this month. Start writing, gang!

This month's Ms Nar Super-Sudsy Bomb is lobbed at Wotmington for late orders.

References:

1. <http://hometown.aol.com/prbolduc/boris/hrules/e-brtt.html>
2. <http://hometown.aol.com/prbolduc/boris/variants/dannghoy.html>
3. <http://www.psychazine.co.uk>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 1 Jun 01



RUSSIA OUT! Germany Lives!

Fall 1905

XIV

2000C

ERRATA: Last season was Spring 1905.

MIRKWOOD: While the Tsar quietly shuffles off into the dustbin of history, Kaiser Wayne is still basking some teeth. Probably not for long as both he and the Rabbit King can be easily eliminated in 1906. Then what? The West will need to get fleets into the Med quickly -- and that means French fleets, something Albion is naturally loathe to endorse. The East has an uneasy unit mix -- both powers have two fleets near the front. There is considerable stalemate potential here, but so too opportunities for treachery and profit.

TROOP MOVEMENTS:

Italian F GRE retreats to ALB. Russian A WAR tries to retreats to occupied LVN.

AUSTRIA (Boyum): A Gre H, [A Pie S A Tri-Ven], [F Nap S TUR F Ion-Tyn], [A Bud-Tri], A Tri-Ven, F Adr S A Tri-Ven;

ENGLAND (Shacklett): A Sil-War, F Nth-Hol, F Ber S F Kle, F Nrg H, F Kle F Nth-Hol, F Bal-Bot, F StPnci-Bar, [A Lvn S A Sil-War], A Nwy-StP, F Lon-Nth;

FRANCE (Kannel): A Par-Bre, A Mun S A Ruh, F Tun S F Lyo-Tyn, A Ruh S A Mun, F Lyo-Tyn, F Bre-Mid, F Mar-Pie;

GERMANY (Morrison): F Eng-Bel;

ITALY (Reynolds): [A Rom-Nap], [F Alb-Tri];

RUSSIA (Wertz): none;

TURKEY (Fisher): [A War S A Mos-Lvn], F Bla C A Bul-Sev, A Ukr S A War, A Mos-Lvn, [F Aeg-Ion], [F Ion-Tyn], A Bul-Sev.

Orders in brackets fail, imp = impossible, NMR = no move received, NRR = no retreat received, NVR = no vote received, nso = not so ordered, nsp = no such place, nsu = no such unit, oth = off the board, r-??? = unit must retreat to ???, u = unordered.

SUPPLY CHART

AUS: Bud Tri Vie Ser Nap Ven +Gre

(7) Build 1

ENG: Edl Lon Lpl Den Nwy StP Swe Kle Ber Hol

(10) Even

FRA: Bre Mar Par Por Spa -Bel Tun +Mun

(7) Even

GER: -Mun +Bel

(1) Even

ITA: Rom -G/c

(11) Tear 1

RUS: -War

(0) Even = OUT

TUR: Ank Can Smy Bul Rum Sev Mos +War

(8) Build 1

Due next time are your builds/tears and orders for Spring 1906.

EMBASSY BEAT

GERMANY to World: The Fleet returns or sinks in a blaze of Glory!

ITALY TO GM: To put it more accurately, I have not only "assumed the Italian position," as you put it, I have assumed the "bend over and take it in the a-- position!"

ITALY TO FRANCE: You could have written to me last turn. Then I would have supported you to Pie. Never underestimate the value of a dying power looking to strike back at his oppressors. In that spirit, I'm taking the liberty of making an attack on Nap, hoping it will allow you to take Tys.

CLASSIFIEDS

Oh! Hi Sultan, fancy meeting you here in Warsaw. Mind if I stop by to get some sausage and beer?



Russians Roll South! Britain Hunkers Down!

XV
2001B

Spring 1902

MINAS MORGUL: Could Wormtongue's prayers have been answered by the arrival of an Italian army in ALB? After all, a good answer to the incipient Russo-Turkish alliance would be an Austro-Italian alliance with a French sincere pledge of non-aggression (which would mean a Franco-German move on hapless Britain). On the other hand, it may be the opening note of an IRT concert. Russia's two-front offensive has morphed into a holding action in the north and a massing of troops on the Austrian and Turkish borders. It may not take much to convert that IRT into an AIR crusade.

TROOP MOVEMENTS:

AUSTRIA (Frying): (A Ser S A Vie-Bud), (A Vie-Bud), F Tri H;

ENGLAND (Boym): A Yor H, F Nth S F Eng, F Eng S F Nth;

FRANCE (Curtis): A Spa-Gas, A Pic S GER A Bel, F Por-Mid, F Bre S F Por-Mid, F Mar-Spa;

GERMANY (Copeland): A Den-Kie, A Bel H, F Hol S F Kie-Hel, F Ber-Bal, F Kie-Hel, A Mun-Ber;

ITALY (Anderson): A Tun-Alb, A Ven S AUS A F Tri, F Ion C A Tun-Alb, F Nap-Tyn;

RUSSIA (Wertz): A StP-Nwy, (A Bud S TUR A Gre-Ser), F Rum-Bla, F Swe S A StP-Nwy, A Mos-War, A Sev-Rum, A War-Gal;

TURKEY (K. Wilson): (A Gre-Ser), A Smy H, (F Bul(Sc)-Gre), F Con-Aeg, A Ank-Con.

Orders in brackets fail, amb = ambiguous, imp = impossible, NMR = no move received, NRR = no retreat received, NVR = no vote received, nso = not so ordered, nsp = no such place, nst = no such unit, oth = off the board, r-??? = unit must retreat to ???, u = unordered.

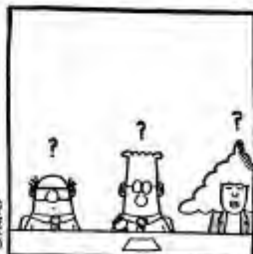
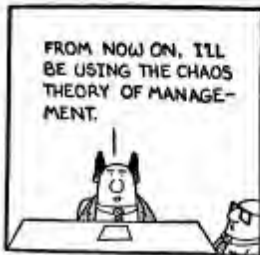
Due next time are orders for Fall 1902 and Press. Ms Nar craves Press!

CLASSIFIEDS

No Press makes Ms Nar meaner. And none of you want a meaner Ms Nar!

--HISTORY OF THE WORLD House Rules (cont from p 6)

10. Persistence of Culture (OPTIONAL): Under this optional rule, each player receives an Event Card from a new 10th set of Cards. These can be played in the appropriate Epoch(s) and score 1 VP for the holder (exception: Science scores 2 VP) per epoch held. The card is marked with an unused army of the appropriate color and epoch and is considered to be held in that empire's capital (if no capital, it can't be played). It is captured by whatever empire conquers that capital and moved to the conqueror's capital and scores VP for the conqueror (no conqueror capital, or if a minor empire, the card is destroyed). The card can be transferred from a capital to an allied (i.e., same color) major capital if an uninterrupted land/sea route can be traced at the end of the player's turn.





COLONIAL DIPLOMACY

Some Speak!

1999D

ea04

1902

CHINA: Rick wrote in his press last turn that David "simply must be a better diplomat" than he or I. Hardy! David's idea of Diplomacy is, "I'm doing things my way, and if you don't like it, I will lump you."

The reason why Japan won this game is because of continued fighting among Britain, China and France, and to a lesser degree the ineffectiveness of Holland. These factors doomed any chance of stopping Japan, who otherwise would have been easily stopped in his tracks.

HOLLAND: I'm just glad this one is over. I really don't like this variant. Anyone want to buy my copy of Colonial Diplomacy? \$25 delivered to any US address.

I got the standby call in 1876 and lived 28 years. I started with 4 and ended with 2. That's losing I every 14 years! Not bad. Glad to see someone finally reach the winning number. I just wish it hadn't been someone who felt he had to take centers from those would have been willing to help him win just because he could.

JAPAN: Basically followed Japanese history from the 1800s to 1942.

SOC

SETTLERS OF CATAN

Some Speak!

C

K. WILSON: Congrats to James. I tried to slow him down with the knights but I just never had a chance to get them all going. I think I still had a couple left at the end. The die rolls just never seemed to help. I'd have a great turn, lots of production, then a dearth for a while. I thought I had some good sites but they just didn't pay off. What killed me was Mark Frueh's longest road that cut off my chances to grow my road just as I was about to get spread out. I realized too late that my only hope was to find some cards to help me with VP. Lesson learned: the middle of the board can be tough.

KANNE: SOC is a game of luck and strategy; I had more than my share of luck and made a few OK moves. The e-mail version of the game is a whole new bird to fly and it took me a few turns to figure out how it would work. Trading was hard to do so cards became more important; that along with turn order made some new wrinkles to play with. I got the cards I needed when I needed them and in the end got the rolls that helped me to win. My one and only strategy decision was what to play as opening moves; as every board is different it was a challenge to come up with the what ifs to get a workable position for the game. I look forward to trying this again; but I most certainly wouldn't expect to win again as I'm sure I've used all my luck for some time to come.

CHINNERY: This was my first attempt in monitoring a Settlers game. The book keeping was extensive but the tables I made for each person was straight forward.

I felt that playing six players on the standard layout made for crowded conditions, and was probably not the best. I believe that 6 players should be played on the Maritime version as this spreads everyone out a bit.

I believe that all participants in this game should have email, as it was necessary, aside from reminders to delinquents, to clarify orders or to advise of some last minute happening.

Again, I wish to thank all the players, and especially for their understanding when I gouted their orders.



BALKAN WARS VI Peace Proposed!

Fall 1912

2000D
pb08

ERRATA: Greece built F SPA, not A SPA.

KLENDATHU: Rumania and Turkey remain the top cats while Albania and Bulgaria continue their slides into obscurity. The Serbian hyena must soon cease his predations and face the lions.

TROOP MOVEMENTS:

Bulgarian A THR retreats to MAC.

ALBANIA (Morrison): [A Val S F Mon-Tir]r-???; F NAS S RUM A Cro-Bos, F Mon-Tir;

BULGARIA (Copeland): A Ard S A Mac-Thr, A Mac-Thr;

GREECE (Anderson): [F EMS-Rho], [A Sal S BUL A Mac-Thr], F SMS S F EMS-Rho, F Ath S A Sal, F Spa-Cye;

RUMANIA (R. Fisher): A Sof S TUR A Thr-Plo, A Cro-Bos, [F Dub-Var], A Tra S A Buc, A Buc S A Sof;

SERBIA (Reynolds): [A Bos S A Bel-Cro], A Sko S A Tir-Val, A Tir-Val, A Bel-Cro, A Nis-Mon.

TURKEY (K. Wilson): A Thr-Plo, [F Var-Cone], [F Rho-EMS], [F Aeg-Sal], [F Cone-Thr], F Smy S F Rho-EMS.

Orders in brackets fail, nso (not so ordered), otb = off the board, otm = on the move, r-??? (retreats to ???), u = unordered

Albanian A VAL must retreat either otb or to EPI. Serbian A BOS must retreat either otb or to HER.

SUPPLY CENTERS

ALB: -Mon-Val Tri +Tir

(2) Tear 1*

BUL: -SofThr

(1) Tear 1

GRE: Ath Sal Spa Cyp Mai

(5) Even

RUM: Buc Cona Gal Clu Dub +Bos +Sof

(7) Build 2

SER: Bel Nis Sko -Bos -Tir +Mon +Val (Cro)

(5) Even **

TUR: Cone Izm Smy Var Plo Rho

(6) Even

* If A VAL retreats otb, Albania will be EVEN.

** If A BOS retreats otb, Serbia may BUILD 1.

Proposed is a Rumania-Turkey draw. VOTE! NMR = Y, NVR = Y. One may veto a proposal.

Due next time are votes, retreats, builds/tears and orders for Spring 1913.

EMBASSY BEAT

Bulg-Turkey: I should have listened to the Greeks in the first place. After all, didn't he just soundly defeat you, Phil, and me in the Colonial game?

Bulg-Rum: Apology accepted. The fix was in from the start.

SERBIA TO ALBANIA: You think you can help Rumania? Hey, leave it to me -- I can do a much better job!

SERBIA TO GREECE: Supporting Bulgaria against me? Geez, David, you really have a hard-on for me, don't you?

BORIS WORLD PRESS REVIEW

Albanian Regional News: A combined naval and ground assault is underway to take back the province of Tirana back. Our prayers go with the troops.



MACHIAVELLI

Five Garrisons Fall!

Fall 1521



RAGNOCITTA: Florence and the Papacy are the losers this year, due chiefly to their initial animosity. The Austrian juggernaut grew the most, not a good omen for the others. Unless the Five bury the hatchet, and then firmly into the Austrian torso, the Hapsburgs threaten to sweep the board quickly.

TROOP MOVEMENTS

AUSTRIA (Reynolds): A Como S A Tyr, A Tyr S A Como, A Pav B, A Bar-Aqu, A Pal H, F TS-Gol, A Cap S A Bar-Aqu, F Sar-Cor, A Aus-Hun;

FLORENCE (Hassler): A Sic-Hiu, A Pisa-Pio, F LS-Gen, (A Arc H Insu);

FRANCE (McConnell): A Swi S A Tur, A Tur B, F Mar-Pro, A Sav B;

PAPACY (Narfil): A Mod-Man, (A Per-Stel), A Rom H, (A Ane-Aqu);

VENICE (Vasseur): A Fer B, A Ver-Trent, F UA-Dal, F Cro H;

TURKEY (Scott): A Rag B, (F LA-Anc), F CM-WM, (A Car-Cro);

AUTONOMOUS: Cre, Fer(d), Gen, Luc, Mant, Mod, Mon, Pav(d), Pio, Rag(d), Sav(d), Sic, Trent, Tur(d)

Status: (Home provinces in caps) Variable income roll was 4.

AUS: 4+39d, AUS BAR -CAR MES MIL PAL NAP SAR TYR AQU CAP CARIN OTR SAL +Cor +Hun +Pav

FLO: 3+15d, ARE FLO PISA PIS

FRA: 1+17d, AVI MAR SAL SWI PRO +Sav +Tur

PAP: 4+17d, ANC BOL PER ROM URB SPO PAT

VEN: 6+22d, PAD TRE VEN DAL BER VER FRI EST +Cro +Fer

TUR: 3+18d, ALB DUR TUN -HUN IER BOS +Car +Rag

AUTO G: Cre, Gen, Luc, Mant, Mod, Mon, Pio, Sic, Tre

Orders in brackets fail; hnp = impossible, nsu = no such unit, u = unordered.

Due next time are maintenance and construction orders and orders for Spring 1522, and Press. Ms Nar craves Press.

EMBASSY BEAT

AUSTRIA: If none of you guys is going to write press, then I won't either.

-HISTORY OF THE WORLD House Rules (cont from p 17)

by a duplicate of one of the other cards of its set. If 'Preservation of Culture' is used another set of monument counters is created.

---Continued on p 6

g) Epoch VIII. (*The Canadian Wargamers Journal*, #42, pp 22-23).

8. No Movement Received: Should a player not send in requested moves by the deadline, the game will be halted where his Empire would take its turn. Should the missing orders not be received by the next deadline, standby orders will be used and the standby will assume the position. The standby player will be informed of any relevant Event Cards held by the NMR player when requested to submit orders.

Any NMR player but the sixth during the Empire determination phase will be assumed to have held, if able, or passed to the player with most VP that has yet to get a card.

9. Typos and mistakes will occur despite the tolls and tears of GMs and editors alike. The players are urged to closely monitor the game report for inaccuracies and mention any to the GM.

---Continued on p 3



FLIPPUS FLIP!!

ODDS	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	Green	Indy (+2/10)	L	y	0/0	6447	26	23	1/0
4-1	Orange	Josephis (+2/7)	L	y	0/0	5445	41	20	1/0
4-1	Blue	Blue Maximus (+2/6)	L	y	0/0	5434	20	17	1/0
16-1	White	Lingus (+1/8)	L	y	0/0	2446	37	17	1/0
24-1	Black	Flippus Maximus (+1/7)	H	y	0/0	6435	14	19	1/0
	Red	team	W			7543	16	20	1/0

ACTION

LINGUS (Kannel): 17, whip (2, -2 END). Ahead 19.

JOSEPHIS (R Fisher): 20, whip (6, -6 END). Ahead 26.

KICKMUS MAXIMUS BUTTIMUS (Reynolds): 20, Team ahead 20. Driver just stands there.

FLIPPUS MAXIMUS (Fryling): 19, whip (3, -3 END). Ahead 1, corner strain at 2 over (18-1: FLIP! -2 END). Wreck location (5: same lane, 2 ahead). Slideslip out (3 MF), ahead 2, out 1, ahead 15. Cut free attempt (7-1 < 6, free! -6/2 = -3 DH).

INDY (Copeland): Speed 23, no whip. Ahead 12, 1 out ahead 10. Captures 1st egg.

BLUE MAXIMUS (Anderson): 17, no whip. In 2, ahead 13.

Due next time are your orders for Turn 6.

ODDS	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	Green	Indy (+2/10)	L	y	0/0	6447	26	23	1/1
4-1	Orange	Josephis (+2/7)	L	y	0/0	5445	35	20	1/0
4-1	Blue	Blue Maximus (+2/6)	L	y	0/0	5434	20	17	1/0
16-1	White	Lingus (+1/8)	L	y	0/0	2446	35	17	1/0
	Black	team	W			6435	09	19	1/0
	Red	team	W			7543	16	20	1/1

PRESS:

Well that pretty much takes the sport out of this.

STELLAR CONQUEST

William T. Riker: Awaiting Turn 26 combat.

Please expedite your orders. I'd like to finish "Willie" soon. Coming when "Willie" reaches Turn 36. "Kurzon Dax".



LIQUOR IS QUICKER

"Is the Bridge Out?"

Tune in next time as we round the bend.

SR4



Standings:

Paul Zieske - 3-PRR*, 6-Erie*, \$49 Priority Card

Chuck Harins - 6-C&O*, 2-B&O, 2-NYNH; \$7

Kerry Watson - 5-B&O*, 1-NYNH; \$5

Don Chinnery - 5-B&M*, 5-NYC*, \$1

Rick Copeland - 3-NYNH*, 6-CPR*, 1-PRR; \$0

Corporate Standings:

Company	Price	Par	I.O.	Pool	Trains	Treasury	Tokens	Companies
CPR	A100a	\$100	4	0	-	\$1,000	---	---
Erie	A100b	\$100	4	0	-	\$1,000	---	---
B&O	B90a	\$100	3	0	3,4	\$368	115	---
NYC	B90b	\$100	4	0	-	\$1,000	---	---
C&O	F75	\$90	3	1	3,4	\$40	F6,H4	M&H
B&M	G70a	\$67	2	3	3	\$90	E23,F22	D&H
NYNH	G70b	\$71	0	4	3,3	\$50	G19(r),F22	C&SL
PRR	I60y	\$67	4	2	4	\$10	112	SVNRR C&A

Operating Round #4.1:

Private Company dividends: +\$20 C&O, +\$15 B&M, +\$10 NYNH & +\$30 PRR

CPR - Place home token in A19, lay tile #8 in C19(ne) for \$80, no train or run - stock falls to A 90, buys 1-"4" train and 1-"5" train for \$750! Treasury = \$170

Private Companies are retired and brown tiles become available.

Erie - Lay tile #59 in E11(sw), token in E11(e), no train or run - stock falls to A 90b, buys 2-"5" trains for \$900. Treasury = \$100

B&O - Upgrade H16 w/ tile #15(e), place token in H16 for \$40, run trains - H15-H15-J14-K13 for \$120 & H15-H12 for \$40, payout \$16/share dividends! +\$80 KW & +\$32 CH, stock moves to B100. Treasury = \$328

NYC - Lay tile #57 and token in E19(ne), no train or run - stock falls to B82.

Buys 1-"6" train for \$630. Treasury = \$370

"3" trains suddenly rust away...

C&O - Lay tile #9 in G3(se) - run train F2-H4-J2 for \$160, payout dividends! +\$96 CH, +16 C&O - stock moves to F80. Treasury = \$76

B&M - Upgrade G19 w/ tile #62 (map looks right now), no train or run - stock falls to G69, buys 1-"6" train from NYC for \$104, treasury = \$1 NYC treas. = \$474

NYNH - Upgrade E19 w/ tile #14(se), no train or run - stock falls to G69b, buy 1-"4" train from CPR for \$50, treasury = 10 CPR treas. = \$220

PRR - Lay tile #59 in H18(sw), place token in H18(w) for \$40, run train - H18-H16-H15 for \$100, withhold - stock falls to I50y. Buy "5" train from Erie for \$21, treasury = \$79 Erie treas. = \$121

Regarding track placement - first yellow, then green (if legal) - then brown. Must be able to reach

location to make track placement.

Standings:

Paul Zleske - 3-PRR*, 6-Erie*, \$49 Priority Card
 Chuck Hanna - 6-C&O*, 2-B&O, 2-NYNH; \$135
 Kerry Watson - 5-B&O*, 1-NYNH; \$85
 Don Chinnery - 5-B&M*, 5-NYC*, \$1
 Rick Copeland - 3-NYNH*, 6-CPR*, 1-PRR; \$0

Corporate Standings:

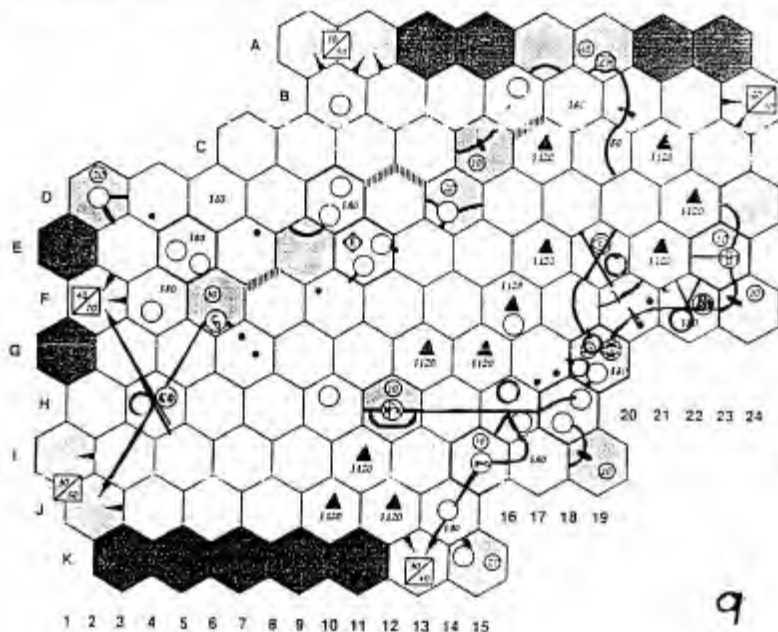
Corp	Price	Par	I.O.	Pool	Trains	Treasury	Tokens
B&O	B100	\$100	3	0	4	\$ 328	I15, H16
CPR	A90a	\$100	4	0	5	\$ 220	A19
Erie	A90b	\$100	4	0	5	\$ 121	E11(e)
NYC	B82	\$100	4	0	-	\$ 474	E19
C&O	F80	\$ 90	3	1	4	\$ 76	F6, H4
B&M	G69a	\$ 67	2	3	6	\$ 1	F23, F22
NYNH	G69b	\$ 71	0	4	4	\$ 10	G19(n), F22
PRR	I50y	\$ 67	4	2	4.5	\$ 79	H12, H18(w)

Available Trains: 6 D,D,D,D+

Available Tiles:

Yellow: #1(-), #2(1), #3(2), #4(2), #7(3), #8(5), #9(4), #55(1), #56(1), #57(2), #58(1) & #69(1)
 Green: #14(1), #15(0), #16(1), #18(1), #19(1), #20(1), #23(3), #24(3), #25(1), #26(1), #27(1), #28(1), #29(1), #53(1), #59(0)
 Brown: #39(1), #40(1), #41(2), #42(2), #43(2), #44(1), #45(2), #46(2), #47(1), #61(2), #62(0), #63(4), #64(1), #65(1), #66(1), #67(1), #68(1), #70(1)

Orders due for next time are Operating Round #4.2 and Stock Round #5.





SILVERTON

3 Depletions, 3 Shuffles!
Turns 10b/11a



Errata: 4 coal to EP is \$2800, instead of \$2400 (+\$400) to Zieske.

Zieske declines #58. Hanna declines #5.

PLAYER STATUS

- #1 (Hassler): \$2125, S+2, P, A2, A3, #37, #53(10C), A1, #50, #7
#2 (Farrow): \$1750, S, P+2, #16(2 Ag, D), A4, #15(1 Ag, D), B7, D9
#3 (Zieske): \$9025, S+1, P+1, #80 (2.5 Ag, D), #79(1.5 Ag, D), A20, #74(2 Au, D), #76(0.25 Au, D), #85(4 Cu), #102
#4 (Chinnery): \$11,550, S, P+2, #43(6 C), A5, #100.25 Au, D), #45, #47
#5 (M. Fisher): \$1100, S+1, P+1, #29
#6 (Hanna): \$5800, S+2, P, A19, #89(6 L), #90, #100(12 C)

AVAILABLE CLAIMS:

- | | |
|-----------------------------------|------------------------------------|
| #5 Leadville (Au: \$500/\$100) | #13 Eureka (Ag: \$300/\$200) |
| #20 Leadville (Ag: \$200/\$200) | #31 Walden (L: \$500/\$250) |
| #49 Hiawatha (C: \$300/\$100) | #58 Crested Butte (C: \$300/\$150) |
| #81 Silver City (Ag: \$200/\$200) | #105 Dillon (Cu: \$500/\$200) |
| A6, B10-12, B21-22, C18, C24 | The Deck |

TURN 10b/11a

- #1: Operate A1 (+\$100), A2 (+\$250), A3 (+\$400), #53(-\$100: 4 = D), #7 (-\$400: 6+6 = 1.5 Au), #50(-\$100: 3+6 = 3 C). Deliver 10 C from #53 to Denver (+\$7000). / Prospect #5 (Dispute!). Survey Craig to Elk Springs (-\$500).
#2: Operate A4 (+\$1350), B7 (+\$600), B9 (+\$1350). No deliveries. / Prospect #5 (Dispute!). Survey SW length 3 route (-\$500).
#3: Operate A20 (+\$300), #85 (-\$100: 5 = D), #102 (-\$150: 12 = 5 C). Deliver 4 C from #102 (+\$2400) & 2.5 Ag from #80 (+\$2400) to EP. / Prospect #81 (-\$200), survey Willard to Mortality (-\$400).
#4: Operate #43 (-\$150: 10 = 3 C), A5 (+\$100), #45 (-\$150: 6 = 1 C), #47 (-\$100: 1+6 = 3 C). Deliver 0.25 Au from #1 (+\$1375) & 6 C from #43 (+\$1200) to SLC. / Prospect #49 (-\$300). Survey SE from Price (-\$800).
#5: Operate #29 (-\$150: 5+6 = 2 Ag). Deliver 2 Ag (+\$6000). / Prospect #58 (-\$300). Survey Montrose to Delta (NW toward Grand Junction; -\$200).
#6: Operate A19 (+\$450), #89 (-\$150: 7 = 1 L), #100 (-\$200: 2 = D). Deliver 8 C from #100 to SF (+\$4800). / Prospect Deck (#23). Survey Socorro to Butte Junction (-\$700).

DISPUTE:

- #5: Hassler (8) vs Farrow (11+5), Farrow prevails (-\$500).

When drawing to fill the available claims slots, #5 then #72 came up, sending all the up cards to the bottom of the deck, then #71 came up, forcing a new shuffle, then #87 forced another shuffle, then #70 forced another

THE MARKETS (TURN 10)

Au: 3 + (25x4) = 4 -> no	\$5500	Ag: 7 + (4.5x2) = 3 = 13 -> -4	\$2000L
Cu: 1 + 0 = 1 -> +3	\$2000	Den L: 8 + 0 = 3 = 5 -> +1	\$1000
SLC L: 5 + 3 = 3 = 5 -> +1	\$1500	Pueb L: 9 + 1 = 3 = 7 -> -1	\$800
SFL: 8 + 0 = 3 = 5 -> +1	\$500	EP L: 7 + 0 = 3 = 4 -> +1	\$1000
Den C: 5 + (10/2) = 3 = 7 -> no	\$700	SLC C: 9 + (6/2) = 3 = 9 -> -1	\$150
Pueb C: 5 + 0 = 3 = 2 -> +2	\$400	SFL C: 7 + 0 = 3 = 4 -> +2	\$600

PLAYER STATUS

- #1 (Hoasler): \$8775, S+2, P, A2, A3, **#37**, A1, #50(3 Cl, #7(1.5 Au)
 #2 (Farrow): \$4050, S, P+2, #16(2 Ag, D), A4, #15(1 Ag, D), B7, B9
 #3 (Zieske): \$13,275, S+1, P+1, #79(1.5 Ag, D), A20, #74(2 Au, D), #76(0.25 Au, D), #85(4 Cu, D),
 #102, **#81**
 #4 (Chinnery): \$12,725, S, P+2, #43(3 Cl A5, #45(1 Cl, #47(3 Cl **#49**
 #5 (M. Fisher): \$6450, S+1, P+1, #29, **#58**
 #6 (Hannak): \$10,000, S+2, P, A19, #89(7 L, **#90**, #100(6 C, D), **#23?**

DEPLETIONS: 1, 4, 10-12, 15, 16, 18, 24, 32, 44, 53, 57, 70-74, 76, 79, 80, 83-87, 100

Claims in **bold** are "virgin", "u" = upper, "L" = lower, "m" = mid, underlined depletions Leadville

Due next are offers for Turns 11b/12a. Remember Turn 12 is SNOW





ADVANCED CIVILIZATION

Egypt & Africa Strike Out Against Babylon
Turn H9 through H9



Cast:

Africa:	Phil McCabe	pmccabe@excel.net	(920) 459-9392
Iberia:	Paul Zieske	zieskep@juno.com	(847) 498-9237
Crete:	Steve Llewellyn	llewellyn@nbnet.nb.ca	(506) 459-1624
Assyria:	Phil Reynolds	preyno@yahoo.com	(941) 953-6952
Babylon:	Dave Anderson	(no e-mail)	(248) 738-1849
Egypt:	Mike Scott	mikesmag2@juno.com	(909) 899-2378
Backup:	Sean Oswalt	sean_oswalt@juno.com	(909) 899-2378
GM:	Flint Webb	FHWebb@aol.com	(703) 560-5203
Assistant GM:	Tom Butcher	ChikakoB@aol.com	(330) 920-1030

General Comments:

Apart from Assyria who proposed conceding the game to Babylon and Babylon who was willing to accept the concession no one else voted for the game to end.

Rule Interpretations:

It was correctly pointed out that there was a rule dealing with early departures such as Thrace leaving - Rule 15.6. I am evoking this rule now for Thrace. But I delayed the returning of cards until after combat and placed the cards at the bottom of the respective trade card stacks. I was still hoping that someone would step up to the plate and continue play.

Press:

ASSYRIA TO ALL: This game has become more frustrating than fun for me for two reasons: too many disputes with the GM, and players who continue trading -- and Mining-related cards at that -- with the leader, who has Mining. I've had enough. As far as I am concerned, Babylon has won this game. I propose a concession to Babylon (please put this to a vote, Flint) and will continue proposing it. Until it passes or the game otherwise ends, I'm just going to sit tight and let the rest of you do your things without my participation.

H9 SHIP CONSTRUCTION: At - Maintain Ebus, build WMed, NAfr and Sabr. (-87). Eg - Maintain Sido, build Ptol. (-83). Cr - Build Ioni and Eret. (-84). Ba - Maintain Tani. (-81)

H9 Movement

Ib: 1 Lus-Hisp, 1 Baet-Cord, 1 Hisp-NCar, 1 Hisp-Iber, 1 Rhac-Gaul, 1 Belg-Aqui, 1 UGer-Belg, 2 Iber-Pyre, 2 Pyre-Narb, 2 Gaul-Narb, 2 Aqui-Narb.

Af: S: Ebus-WMed-Milaz-Camp-Tare, WMed-WMed-Camp-CMed-EMed-Phoe, NAfr-WMed-Mila, Sabr-Thap-CMed-Camp-Tare, 6 Phoe-Syri, 2 Trpa-Liby, 2 Trpa-Jalo, 2 Saha-Sabr, 2 Tani-Numi, 4 Numi-Cart, 2 NAfr-S-Mila, 4 Mila-S-Tare, 3 Sabr-S-Camp, 1 Sabr-S-Tare, 3 EMed-WMed, 5 WMed-S-Phoe

Eg: S: Sido-EMed-Alex-EMed-Tyre-Jeru, Ptol-Midi-Ptol-Nubi, 4 Tyre-Jeri, 4 Jeru-Petr-Arab, 2 Gaza-Jeru-Jeri, 2 Sini-Petr-Arab, 2 Midi-Arab, 2 Ptol-S-Midi, 2 Alex-S-Tyre, 2 Alex-S-Jeru, 1 Fayu-UEgy, 2 Fayu-Memp, 3 UEgy-Ptol, 1 WDes-Alex, 1 WDes-Cyra, 2 Cyra-Cyre.

Cr: S: Ioni-Lesb-Troy-Lemn-Thea, Eret-Athe-Delp-Thes-Thea, 2 Ioni-S-Lemn, 1 Ioni-S-Thea, 2 Lemn-S-Thea, 3 Erit-S-Thea, 2 Athe-Thea, 1 Lyci-Ioni, 1 Athe-Delp, 3 Thes-Delp.

As: None

Ba: S: Tanus-EMed-Tyre, 5 Tani-S-Tyre, 2 Jeri-Patr, 5 Syri-Petr, 1 Sume-Arab, 2 Cald-Arab, 3 Dama-Syri, 3 Sume-Syri, 2 Meso-Sume, 3 Baba-Meso, 2 Elam-Baba, 2 Medi-Elam.

H9 Conflict

Lemn: 1 Th v. 2 Cr. Th removes 1.

Delphi: 3 Th v. 4 Cr. Th removes 3, Cr removes 2.
 Thea: C Th v. 10 Cr. Th removes city and Cr removes 5. Cr receives trade card, and pillages 3.
 Syrt: 6 Af v. 6 Ba. Af removes 5, Ba removes 4.
 Tyre: 3 Eg v. 5 Ba. Eg removes 3, Ba removes 2.
 Arabx 8 Eg v. C and 3 Ba. Ba removes 3, Eg removes 2 leaving Eg with only 6 tokens, not enough to attack the city so they are removed.
 Petr: C Eg v. 7 Ba. Eg C eliminated and Ba removes 5. Ba receives trade card and pillages for 3.

H7 Build Cities

Ib: Narbo w/8T. Af: Tare w/5T+8I. Eg: Cyre, Jerl. Cr: Knos w/6T, Phae w/5T+8I.

H8 Remove Surplus Population (check for city support)

Ib: Removes 1T Cord, 1T NCar. 22T, 8C - OK. Af: Removes 1T Phoe. 30T, 9C - OK. Eg: Remove 2T Memp. 17T, 8C - OK. Cr: Removes 2T Ther, 3T Thea, 1T Lyet. 19T, 8C - OK. As: Removes 2T Assy. 2T Gala, 2T Miko, 2T Bith, 2T Capp. 2T LArm. 28T, 9C OK. Ba: 1T Ur, 1T Petr. 21T, 8C - OK.

H9 Trade Card Acquisition

Thrace turns in cards in excess of number of cities; 2 each for Stacks 2 and 4 placed at the bottom of the stacks. Ib: 8C, buy 9 card (-818). Draws from 1-9. Cr: 8C buy 3 card (-86). Draws from 1-8 and extra card from stack 3. Ba: 8C, buy 7 card (-814). Draws from 1-8 and extra card from stack 7. Eg: 8C, buy 3 card (-86). Draws from 1-8 with extra card drawn from stack 3. Af: 9C. Draws from stacks 1-9. As: 9C. Draws from stack 1-9.

Card counts: (Stack: Count) 1-8: 2-5, 3: 6, 4: 11, 5-7: 6-5, 7: 3, 8-3, 9-2

The Board:

Africa - 30T, 9C, 24R, 18, 1160 Civ., 500 BC, VP 2811 + 14 Cards. Civ. Cards: As, Cl, Ar, Po, Ag, Mu, Li, My, Eng, Dr, Enl, Co and Del. C: Neap, Trpl, Crt, Pale, Tisap, Rth, Syra, Ebus and Tare. S: Tare(2), Phoe and Mla. 4T Phoe, Carth; 3T WMau, Camp, 2T NAfr, Numi, Tuni, Sabr, Mla, Liby. Jalo: 1T EMau, Syrt = 30

Iberia - 22T, 8C, 28R, 58, 1320 Civ., 500 BC, VP: 2875 + 9 Cards. Civ. Cards: Po, Eng, Ar, Met, My, Mu, Dr, Li, Co and Cl. C: Cord, Mass, Sard, Lugd, NCar, Tarr, Rome, Narb. S: None. 3T Aquil, Belg. 2T Lond, Pyre, Etrus; 1T Lust, Bnet, Hsp, Iber; Gaul, UGer, Rhoe, Bala, Cors, Cara = 22

Thrace - 31T, 3C, 17R, 78, 285 Civ., 800 BC, VP 1442 + 3 Cards. Civ. Cards: Cl, Met, My and Ag. Cities: Moes, Byza, Rhine. S: None. 3T Scyt; 2T Mace, LGer, Germ, Pann, Rubi, Samu, Dalm, Illy. Daci, Thra, Crtm, Cisa; 1T Eph, Appo, Paes, Sude, Danu = 31

Crete - 19T, 8C, 32R, 48, 580 Civ., 800 BC, VP: 1984 + 14 Cards. Civ. Cards: Ag, Li, Co, Met, My and Ar. C: Spor, Cori, Argo, Chel, Rhod, Mile, Knos, Phae. S: Thea(2). 3T Ther, Ion, 2T Thea, Delp, Lyc, Lesb, Lemn, Thea: 1T Eret = 19

Assyria - 28T, 9C, 16R, 118, 1220 Civ., 800 BC, VP 2681 + 9 Cards. Civ. Cards: Dr, Co, Ag, Eng, Met, Ro, Min, Mil, Del, My, Po and Cl. C: Anka, Kane, Saba, Sard, Sino, Nalc, Troy, Gord, Anti. S: None. 5T Assy; 4T Arme; 3T Gala, Miko, Bith, 2T Capp, LArm, Cypr, Phry, Van = 28

Babylon - 21T, 8C, 28R, 68, 1720 Civ., 500 BC, VP: 3326 + 13 Cards. Civ. Cards: Eng, Min, My, Dr, Co, Ar, Met, Po, Mil, Med, Enl, Mu, As, La, Li & Cl. C: Babb, Mari, Carr, Alep, Arab, Char, Suss, Nine. S: Tyre. 3T Tyre, Ur, Mes; 2T Petr, Sume, Syri, Baba, Elam; 1T Part, Dama = 21

Egypt - 17T, 8C, 34R, 48, 1700 Civ., 500 BC, VP: 3304 + 13 Cards. Civ. Cards: My, Po, Cl, Eng, As, Dr, Co, Mu, Min, Li, Med, Ar, Met, Ro, Ag, Del & Enl. C: Memp, Siwa, Theb, EDes, Buhe, Sido, Jerl, Cyre. S: Jeru and Nubi. 3T Cyra, Ptol; 2T WDes, UEGy, Jeru, Midi. 1T Payu, Alex, Nubi = 17

Due next time 14.10 - Trade through 15.2 - Population Expansion. Trading ends two (2) weeks before general deadline along with calamity selection. Calamity resolution and expansion will be due one week before the general deadline.



AIR BARON

Five in Fare Wars!

TURN 9



ERRATA: HD has BHM, FA has JAX, CAE has BOG.

THE CAST

Flamingo Airlines (Farrow): PHL, BUF, SJU, SYR, YUL (JFK); SLC, MCI, OMA (DIA); JAX; \$4, 100 MS, 20L

Hoffa Domain (Ringhoffer): CLE, DAY (DTW); BHM, BNA, CVG, GIG(w/SST) (ATL); BWI, BOS, PIT, \$36, 70 MS

Air Rage Airways (Reynolds): HNL, SAN (LAX); ANC, PDX, SEA, SMF (SFO); RDU, MSP, CMH, STL, \$14, 90 MS

Chickadee Air Express (Buttita): AUS, BOG, SAT (HOU); ABQ, ELP, TUS (PHX); LAS, \$22, 60 MS, \$10L

Air Disaster (Worzelmann): CUN, LIT, MEM, OKC, TUL (DFW); \$72, 80 MS, GC(5), J(u)

Hindenburg Lines (Copeland): MCO, PBI, TPA, PTY, NAS (MIA); MSY, CLT, \$16, 60 MS

TURN 9: AD collects \$5 for Government Contract. FA pays \$2 interest. CAE pays \$1 interest.

HD (ifw) draws BHM (HD ifw) & BWI (HD ifw). Takeover ORF (-\$1; 5+2-6 +30 MS).

FA (ofw) draws MCI (FA +\$3) & OKC (AD +\$1), buy RNO (-\$1).

ARA (ifw) draws CMH (ARA ifw) & Recession, fails to takeover RNO (-\$2, 4+2-6+1).

HL (ifw) draws MIA (HL ifw) & TUL (AD +\$1), fails to takeover SAT (-\$4, 5+3; 11+2).

CAE (ifw) draws SAN (ARA ifw) & CLT (HL ifw). Pay off \$10 loan, take \$20 loan, takeover MSY (-\$6;

12+4-3+1, +20 MS). MEM (-\$8; 7+4-8+2) LIT (-\$2; 8+4-7+1), TUL (-\$2; 8+4-6+1), OKC (-\$2;

9+4-5+1 +80 MS, AD -80 MS, lose CUN).

AD (ifw) draws NAS (HL ifw) & SLC (FA +\$1), fails to takes over HNL (-\$16; 5+2; 10+1).

AIRLINE STATUS

Flamingo Airlines (Farrow): PHL, BUF, SJU, SYR, YUL (JFK); SLC, MCI, OMA (DIA); JAX, RNO; \$5, 100 MS, 20L.

Hoffa Domain (Ringhoffer): CLE, DAY (DTW); BHM, BNA, CVG, GIG(w/SST) (ATL); BWI, ORF, PIT (DCA); BOS, \$35, 100 MS

Air Rage Airways (Reynolds): HNL, SAN (LAX); ANC, PDX, SEA, SMF (SFO); RDU, MSP, CMH, STL, \$12, 90 MS

Chickadee Air Express (Buttita): AUS, BOG, MSY, SAT (HOU); ABQ, ELP, TUS (PHX); LIT, MEM, OKC, TUL (DFW); LAS, \$11, 160 MS, \$20L

Air Disaster (Worzelmann): \$63, 0 MS, GC(5), J(u)

Hindenburg Lines (Copeland): MCO, PBI, TPA, NAS, PTY (MIA); CLT, \$12, 60 MS

TURN 10:

Air Line Order & Chit Draws: CAE (RDU, SAN), ARA (RNO, TUL), HL (CVG, SAT), FA (JAX, BHM).

HD (PBI, STL), AD(SMF, SYR).

Due next time are your orders for Turn 10. Note: all domestic spurs except IND, MKE & PVD have been bought.

PRESS:

The Weak winged bird doesn't fly south for the winter

HL to ALL--Gentlemen, my airships cannot cross the Rockies. Would one of you take responsibility for containing Air Rage? Denver and Chicago will give him the victory.

LEGEND:



KINGMAKER

New Parliament
Turn 7

KM 00-1
5-7-01

THE FACTIONS:

- A: Phil Reynolds' The Knights Who Say 'Neel!' B: Lee McConnell's Blue Falcon
C: Don Chinnery's Angewyn D: Dave Anderson's Blue Meanies
E: David Kurtz's Unnamed Faction F: Flint Webb's Chancellor of the Mighty Horde
GMing By Mike Scott The California Connection

Between turn happenings: In the last reports Parliament was held. Now we move on.

Event Card Responses: Mowbray to Castle Rising, Stafford to St. Albans.

Nobles and Ships Holding in place: Audley @ Kenilworth(c), Bouchier @ Kenilworth(c), Courtney @ Okehampton, Cromwell @ Kingston, Duke of Lancaster @ St. Albans, Duke of York @ Kenilworth(c), Greystoke @ Kingston, Neville w/ King Richard @ Kenilworth(c), Stafford @ St. Albans, Le Christopher @ Penzance, Le George @ Plymouth, Le Margaret @ Rochester, Le Nicolas @ London, Le Swan @ Berwick, Le Trinity @ Plymouth.

Nobles and Ships Moving:

Berkeley @ Berkeley-H27-H26-H20-H11-Coventry(c). *See below. Clifford, Howard, Scrope @ Carlisle-N6-Appleby-Richmond-Masham-Helmshay. Fitzlan @ Chirk-W18-W20-W23-W22-Cardigan. Grey @ Rockingham-Hold-H5-Daughter-H22-St. Albans. Hastings @ Turbury-Ashby-Daughter-H22-St. Albans. Herbert @ Kenilworth(c)-Movement ordered, but held up due to combat. Mowbray @ Castle Rising-H9-H8-Grantham-Leicester-Coventry(c). Percy @ Helmshay-M10-Durham. Pole @ Kenilworth(c)-Movement ordered, but held up due to combat. Roos @ Belvoir-Rockingham-H5-Daughter-H22-St. Albans. Stanley @ Carlisle-N9-N8-N16-N14-Durham. Talbot w/George @ Ludlow-W21-W20-W23-W22-Cardigan.

*Berkeley ordered into Coventry, but needs to Seige it first.

Combats: First @ Kenilworth. Audley, Bouchier, Duke of York, and Neville verses Herbert & Pole; Card Drawn is Peasant Revolt; Bouchier to Pleshey, Pole to Wingfield, Earl of Essex to Colchester, Marshal to Maldon; 3:2 and Herbert & Pole are Captured.

Second @ St. Albans. Hastings & Stafford bangle with the Duke of Lancaster; Card Drawn is Plague; Nottingham, Leicester, Coventry; 3:1 and the Duke of Lancaster is Captured too.

Third also @ Kenilworth, Audley, Bouchier, & the Duke of York lay Seige; Card Drawn is Storms at Sea 5:4, and they successfully capture Kenilworth and go inside, with Neville taking control of Edward of Wales.

Royal Helms: Edmund is in Ireland, Edward of March is in Harlech, Richard of Gloucester is dead; King Henry w/ Margaret @ Coventry, King Richard of York, Edward of Wales, & George are as listed above.

TURN SEVEN Crown Cards will be sent separately to all players when Boris is issued.

TURN EIGHT Event Cards: With 23 nobles in play, it means 6 Event Cards:

1. Peasant Revolt; Neville to Raby, Scrope to Masham, Roos to Helmshay, Mowbray to Wressle, Arch-Bishop of York to York, and Marshal to Wakefield.
2. Event Card to the Mighty Hoard.
3. Parliament MUST be called if no Sole KING... dang! and as there isn't, and PHIL pulled this card, he get's to say where it will be... Pick a spot and let me know.

ALL PLAYERS MUST TELL THE GM WHICH OF THEIR NOBLES THEY WANT TO SEND TO THE PARLIAMENT, AND ANY OTHER CARDS IN HAND THAT THEY WANT PLAYED. What will happen there? 1) Voting for a sole King, 2) If any of the captured Nobles get EXECUTED BEFORE THE



RUSSIAN CIVIL WAR

Czechs Cashed!

URNS 11.B.1-6



TURN 11.B.1 TRADES: None.

TURN 11.B.2 COMBAT:

TAUR: Vatzetis (Trotsky, 1R3, 1R8) & Sablin (Stalin, Berzin, Antonov) vs. 1W3 (6:1 = Auto DE) +3 RVP.

KRAS: Zinovlev (Budyenny, Lenin, 1R2, 1R3) & Kalnin vs. 1C23 (4:1 = 2 = DE) +3 RVP, +3 WVP

Assassination attempt postponed until Turn 12A.

TURN 11.B.3 PURGE: None

TURN 11.B.4 RANDOMIZER: n/a

TURN 11.B.5 REPLACEMENTS: n/a

TURN 11.B.6 RANDOM EVENTS:

1 (2,1) Epidemic @ Astr, Oren, Siml, Kras (-1R3)

2 (5,1) Randomizer (n/a?)

3 (2,5) Epidemic @ Cour, Kavn, Poda, Cher

THE BOARD:

A (Scott): Wrangel (1W3, 1W2, Yudenich, 1W2) @ Stav.

B (J Bargender): Smirnov (Peterson, Yezarov, Frunze, Slavta) & Veroshkov (1R2, Kidvidze, 1R3) @ Kirg, 1 By2 @ Grod.

C (Copeland): 2Uk2(Au) @ Taur.

D (M Fisher): Rodzyanko & 2Po6 @ Kher; Zinovlev (Budyenny, Lenin, 1R2) & Kalnin @ Kras.

E (Alan Bargender): Kamenev (Syttin, Sorokin) & Borch-B (1R3, Tukachevsky, Gali) @ DonC. Bogomolets @ Taur, 4Ba2 @ Esto.

F (K Wilson): Vatzetis (Trotsky, 1R3, 1R8) & Sablin (Stalin, Berzin, Antonov) @ Taur: 1TC2 @ Ertv.

VP CHART:

A: 3 RVP, 11 WVP

B: 9 PM, 3 AM, 6 RVP, 4 WVP

C: 6 RVP, 2 WVP, 2 AM

D: 5 PM, 1 AM, 45 RVP, 12 WVP

E: 1 PM, 5 AM, 13 RVP, 0 WVP

F: 2 AM, 8 RVP, 1 WVP

Due next time are trades, movement, and purges for Turn 12A.

LEGEND: AM = Assassination Marker, Au = gold, J = joins, L = leader, PM = Politburo Marker, R = Red unit, RVP = Red Victory Point, W = White unit, WVP = White Victory Point

START OF PARLIAMENT, and if they have any Crown Cards on them which would then go into

--Continued on p 16

--**KINGMAKER** (continued from p 15)

Chancery, those Cards would be able to be put up for a Slate. 3) After all the slate's are resolved, then Nobles will return to the home castles if they want to....

And then I will send out the rest of the Event Cards.... NOTE, prior to going to Parliament, or NOT GOING, Event Card #1 MUST be responded to.

PRESS: Roose also extends an invitation to visit Helmsley to Clifford, Scrope and Howard.

House Rules for
THE HISTORY OF THE WORLD

1. All standard rules as published by The Avalon Hill Game Company and clarified in *The General*, 29, #1 are in effect unless superceded here.
2. The "Trade Bonus" Event card will be removed from the Event deck, and the Game Master (GM) will assign trade cards to each player and set up the Sumerians.
3. First Epoch Empires will be randomly assigned by the GM. Thereafter at the end of each Epoch the GM will randomly assign Empires for the next Epoch to the players, who then pass or hold them as in rff play. In practice this means that the player with the least strength points will tell the GM if he will keep the card or to whom he will pass it. The next will specify if he wishes to keep his card and whom to pass it to if he doesn't want it or can't keep it. The third player would name two candidates, etc. The sixth player need do nothing.
4. Each Epoch will be broken into a variable number of mailings (from one to six) during which orders for one or more Empires will be submitted and adjudicated. Turns will be broken up based on GM's judgement as to which Empires can reasonably be expected to submit orders simultaneously. Each pbm turn each player will be informed whether he should submit moves for his Empire in that Epoch and, if so, he will also be informed of the identity and ownership of any Empires that will be moving before him during that pbm turn. **EXCEPTION:** In Epoch I, all Empires will be revealed at the start of the turn since all will be in play and we'll try to get the whole Epoch done in one mailing.
5. Your orders should include:
 - a) Which, if any, Event cards you will play and under what circumstances.
 - b) Where you wish to place your armies and fleets; conditional orders based on previous losses, card expiration (elite status lost or leader died, etc), or prior Empire move are fine.
 - c) If you intend to occupy the starting area of a major or minor Empire yet to play this Epoch or that will play next Epoch, give your druthers for retreats.

If a player loses 3 units or more than 1/3 of his units (whichever is higher), during his turn or if something unforeseen should arise, the GM may halt the turn, but please write conditionals. A simple listing of which territories you want to capture in the order that you could capture them will suffice in many cases.

6. Rule clarifications:
 - a) A Disaster Event **MUST** be played in an land containing a monument.
 - b) An "area" is a color group of lands (i.e., N Africa).
 - c) Honshu is the start land for the "Japan" card; Hokkaido for the "Fujiwara" card.
 - d) Empires may use ships from prior friendly Empires only if they themselves have navigation privileges in those bodies of water. Thus the US cannot use Portugese or Spanish fleets to ferry troops across the Atlantic or Pacific.

7. Optional Rules: The players shall vote on which optional rules to use. A single "no" vote will veto that option. Options available are:

- a) Preservation of culture (Rule 11.2)
- b) Fortresses (Rule 11.3)
- c) Persistence of culture (See #10 below)
- d) Auction (The General, 29, #1, pp 26-27). Players bid VP to play specific empires (i.e. How much is it worth to you to get the Arabs in Epoch IV?). If this passes, we will begin with bids on the Epoch I empires.
- e) US Navy: Give the US navigation in either the Atlantic or Pacific Oceans (player's choice of which) as well as the Caribbean.
- f) Seven-player game. Sumeria is the 7th major empire of Epoch I. "Trade Bonus" card replaced

---continued on p 6

ON DECK



1835: Chinnery, R Fisher(?), Butitta, Hanna

1856: Chinnery, Butitta, Hanna, Frueh

AGE OF RENAISSANCE: Hanna, Klausutis, Copeland

BRITANNIA: Anderson, Hanna, Reynolds

CIRCUS IMPERIUM: Reynolds

CIRCUS MAXIMUS: Narhi

Journey Rules: Anderson, R Fisher, need 6 more

DIPLOMACY: Curtis, Morrison, Reynolds, Fowble

DOWN WITH THE KING: Copeland, Anderson, Fowble

DUNE: Anderson, R Fisher, K Wilson; need 3-6 more

GLADIATOR: Reynolds

GUNSLINGER: Scott, Fowble; need 3 more

HISTORY OF THE WORLD: Morrison, Anderson, Reynolds, Klausutis, K Wilson

JUNTA: Copeland, Anderson, Reynolds, Hanna, Narhi

MAGIC REALM: Butitta

MERCHANT OF VENUS: R Fisher

MONSTERS RAVAGE AMERICA: Butitta, TJ & L Klausutis(?)

REPUBLIC OF ROME: Copeland, (Webb), Reynolds, Narhi

SOURCE OF THE NILE (*A. Bargender GM): Reynolds, Farrow, Chinnery

TITAN: Klaus, A & J Bargender, (Webb), Reynolds; need 1 or 2 more

WIZARD'S QUEST: A&J Bargender, Farrow, Reynolds

OTHER POSSIBILITIES: 1829 (N OR S), 1870, AFTER THE HOLOCAUST (*GM Fowble),

GODSFIRE, KAMAKURA, KREMLIN, PLANET MINERS

* Offered by guest GM, when space is available.

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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 1 Jun 01

The Bottom Line

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